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NES-ST-UKV

STREET GANGS

INFOGRAMES

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ENTERTAINMENT SYSTEM™

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SAFETY PRECAUTIONS

1. This Game Pak is a precision instrument. Keep it away from very high temperature and mechanical shock at all times. Never disassemble it for any reason.

2. Never get the terminals wet or touch them with your bare hands. This could cause damage.

3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.

4. Always make sure your Nintendo Entertainment System is turned OFF before inserting or removing the Game Pak.

PANIC IN RIVER CITY

«To the Citizens of River City: I hold your high school captive!

With my gangs of students and vicious bosses roaming the streets, nobody can stop me now. Meet my demands - or else!»

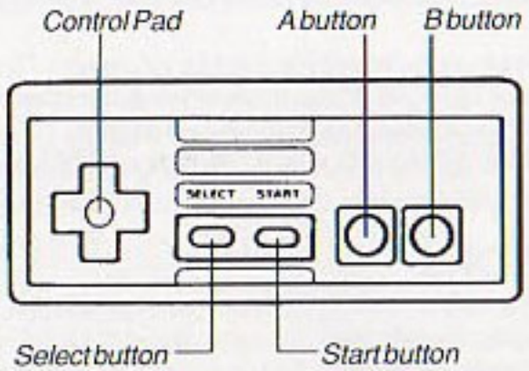
Slick, the meanest, most powerful gang lord in River City, has issued this ultimatum - and the entire town is powerless in a grip of fear!

Fortunately, Alex and Ryan weren't in school the day Slick took it over.

But now, their fellow students are prisoners - including Ryan's girlfriend!

It's up to our two young heroes to battle their way past several dangerous city gangs, then defeat the gang lord to free the students of River City high and restore peace to the panic-stricken populace!

THE CONTROLLER LAYOUT



Start button: ..... Press to start or pause the game.
Select button: ..... Press to see how much power or money you have.

NUMBER OF PLAYERS

Move the arrow with the Control Pad onto 1 PLAYER or 2 PLAYERS.

NAMING YOUR CHARACTERS

If you press the Select button when the Game Mode is on the screen, you can name your characters.
Use the Control Pad to select the letters you want for your name. Then press the A button, after each letter. You can use up to five letters for one name. If you've made a mistake or want to change a letter, use AHEAD, BACK or ERASE to change it.
When you have finished naming your character, move to END and press the A button.

THE GAME OPTIONS

Select an option using the Control Pad.
Confirm by pressing the Select button.

MESSAGE SPEED: ..... Slow, Normal or Fast
SKILL LEVEL: ..... Novice or Advanced

THE GAME SCREEN

At the top of the screen, you will always be able to see how much power and money you have.
At the bottom of the screen you will see the messages.

THE OPTIONS

During the game, use the Start button to PAUSE the game. You will then be able to access the options.

BELONGINGS

After you buy something and take it out of the shop, change the screen to BELONGINGS. When you drink, eat or use what you have selected, the item will disappear from the screen. Shoes and books will have a # mark to show that you are using them.

PASSWORD

When the Password Screen appears, the letters shown in the blanks at the top of the screen make up your password. Each unique password combination of three lines represents the amount of money you have, and your Status. Write it down carefully!
To input your password: Use the Control Pad to select the letters for the password. If you make a mistake, use AHEAD, BACK or ERASE. After you've finished inputting the password, press END to finish the password. If you want to stop inputting the password, press the Start button.

STATUS

You can check your Status. The following items appear on the Status Screen.

Punch: ..... This shows how much punching power you have. The bigger the number, the stronger your punch will be.

Kick: ..... This shows how much kicking power you have.

Throwing: ..... This shows how much power you have to throw a weapon or an enemy.

Agility: ..... This shows how quick you are. The bigger the number, the faster you can manoeuvre and fight. This is very important.

Defense: ..... This shows how much power you have to defend yourself against enemy attacks.

Strength: ..... This shows how much power you have to withstand enemy attacks.

Will Power: ..... This shows how much will power you have. The bigger the number, the longer you can fight - even with low maximum power.

Stamina: ..... This shows how much stamina you have left. Make sure you don't run out or you'll die.

Max Power: ..... This shows how much of your maximum power is left. If this number remains high, you will gain Stamina more easily, and be able to fight longer.

If you press the B button, the Selector Screen will reappear. If you use the Start button to return to the game.

LEVEL

You can change the message speed and skill level. Use the Control Pad and press the Start button to return to the game.

If you press the B button, the Selector Screen will reappear. If you use the Start button to return to the game.

BASIC MOVES

To move: Use the Control Pad.

To punch: Press the A button.

To kick: Press the A and B buttons together.

To jump: Press the A and B buttons together.

To sprint: Press the Control Pad twice in the direction you want to go.

To make a sprinting jump: While running, press the A and B buttons together.

BASIC MOVES

To pick up a weapon: Press the A or B button when you are near the weapon.

To use a weapon: When holding a weapon, press the A button.

To throw a weapon: When holding a weapon, press the B button.

To pick up an enemy: Press the A or B button.

To use an enemy as a weapon: After picking him up, press the A button.

To throw an enemy: After picking him up, press the B button.

SPECIAL TECHNIQUES

Blocking an enemy's weapon with your bare hands: Use your punch and kick.

Blocking an enemy's weapon with your weapon: Use your weapon against the enemy's weapon.

Rebound attack: Try this when you are fighting near a wall.

Kicking a weapon: You can kick a weapon and make it bump into an enemy.

Sprinting high jump: When you sprint more than 8 steps and jump, you can jump very high.

When an enemy is standing on a weapon, you can pick up both of them at the same time.

SPECIAL TECHNIQUES

Jumping onto a weapon: When you are near a crate, trash can, or tire, you can jump up onto it.

You can still attack your enemies while standing on a weapon.

You can also jump up onto a weapon the enemy is holding.

Riding on a tire: When you jump onto a rolling tire, you can run the enemy down with it.

Human Totem Pole: If your enemy picks up a weapon, you can pick one up also, then jump on top of the enemy's weapon to become a Human Totem Pole.

Home run: When your enemy tries to throw a weapon at you, pick up a lead pipe, swing it and hit the weapon back to him. It could start a baseball game!

THE GANGS

Generic Dudes: These no-names have much will power but are very short-tempered and violent. They like to use weapons when they fight, but they are not very strong. They have a score to settle with Ryan.

Frat Guys: These poor rich boys have weak characters, and will run away as soon as they think they are in danger. When they grab a weapon, however, they change and get violent. They love to throw weapons.

Jocks: They use running techniques und jump tricks. When they have weapons they never throw them. These bench warmers carry strong grudges against Alex.

Home Boys: These couch potatoes are slow, but fight their enemy with all the strength they have. Lots of punch power.

Mob: These tough guys are strong, but not good at defence. They also like to use tires as weapons.

Squids: This bunch of eggheads specialize in kicks and sprinting jumps. When they have weapons they usually throw them.

Internationals: This group of exchange students prefer to fight with their bare hands and have tremendous punching power.

Cowboys: They have very little kick power and don't like to attack without weapons. But when these good ol' boys have weapons, look out.

The Plague: These misfits are very powerful and love to attack using lead pipes. Be careful and good luck!

THE CHARACTERS

Moose: He doesn't have much power, and has a weak character. He's basically a two-bit thug who takes orders from Rocko.

Benny & Clyde: These guys are out-of-towners and are only in River City because they like a good fight. The two of them are very mean and cunning.

Rocko: He is the head of the Mob gang. Like most gangsters he has a very strong attack, but a weak defence.

Blade: One of the Zombies, he has a very violent character and appears quite strong. In reality he's not so powerful.

Mojo: Another Zombie, he is a dangerous opponent. In a rumble, he prefers to fight with weapons instead of his bare hands.

Turk: This guy, the third Zombie, is a quick thinker and confuses his opponents by his quick moves.

THE CHARACTERS

Thor: He is the son of a rich local banker, but don't let his social standing fool you. He is a mean fighter and the leader of the Zombies.

Otis: Though not too strong, he is very clever. His sharp tactics make him very difficult to defeat.

Ivan: Ivan guards the gate to River City High for the Dragon Twins. He knows many tricks and is one tough opponent to beat.

Tex: He's the ornery head honcho of the Cowboys gang. He is at his toughest with a weapon in his hand. So watch out!

EARNING MONEY

You can earn money by defeating your enemies. These are the amounts you will earn.

Gangs

Generic Dudes	50¢
Frat Guys	55¢
Jocks	60¢
Home Boys	75¢
Mob	90¢
Squids	$1,00
Internationals	$1,50
Cowboys	$1,20
The Plague	$1,25

Bosses

Moose	$2,25
Benny	$2,50
Clyde	$2,50
Rocko	$3,00
Blade	$3,50
Turk	$3,50
Mojo	$3,50
Thor	$3,75
Otis	$4,00
Ivan	$8,75
Tex	$9,50
Randy	$18,00
Andy	$18,00
Simon	?

THE WEAPONS

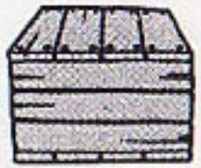
You may find these weapons being carried by enemies, or they may be lying in the roads.

Lead Pipe

Stick

Chain

Trash Can


Crate

Tire

Brass Knuckles

Rocks

LOCATIONS

Grotto Mall	Capitol Ave. Bridge	Downtown
Waterfront Mall	WSL Co. Warehouse	Burb Village
Flatirons Mall	Armstrong Thru-way	River City High
Oak Hill Mall	Vacant 3rd Wheel Factory	Cross Town High
Sherman Park	Sticksville	

THE SHOPS

These are three types:
A) Take-out **B)** Eat-in **C)** Do both

Buying things in the Shops

When there are two players, player one buys first. When you go inside, the person inside will ask what you would like. There will be a menu to choose from. Use the Control Pad (up or down) and press the A button when you have decided. Then the person will make sure the order is right. Use the Control Pad (left or right) to answer the question. If you select Nothing or No, you will be able to leave the shop.
When you enter some shops, the first screen will be the Main Menu. This menu shows you the different types of items available in the shop. Make your selection and then the menu that has those items with prices on them will show up on the screen. After you've ordered, the person inside the shop will ask «Is that all?» If you select YES, you are able to leave the shop. If you select NO, the screen will show the menu again from the beginning.

List of shops

Bookstore (A type): They sell books about «Tricks». The books are expensive - but if you buy them, you'll gain valuable fighting skills.
Coffee Shop (B type): If you're tired, take a break and refresh yourself - without spending much money.
Bread Shop (A type): This is the cheapest shop for take-out food, but it might not help much if you are very hungry.
Drugstore (A type): This shop can really help when you're low on Stamina. The owner says «RECHARGE! really gets you going.»

Fast Food (C type): When you're looking for just a little something to tide you over, try this shop. You can eat in or take out.
Sushi Bar (B type): There are all different kinds of sushi here. Try a mixed roll - it's delicious! But don't eat too much, or you'll gain a lot of weight.
Shoe Shop (A type): If you buy shoes, you'll gain more Agility. There are many shoes to select from - try a pair!

Note: Make sure you have enough money, because there are many more shops.

TRICKS

When you buy a book of Tricks, you will be able to use the Tricks instantly.
Stone Hands: It's a very quick punch - so quick, your enemy won't be able to get up once he's down.
Dragon Feet: The same as Stone Hands. A very quick kick - but it can be even more powerful than the punch.
Grand Slam: When you have a weapon in your hand and swing it at your enemy, it hits them very hard. So make sure that the weapons stay on your side!
Fatal Step: Just jump on your enemy while he is lying down. You'll be able to beat him in a flash!
Acro Circus: With this Trick, you turn a normal running jump into a spinning acrobatic attack. Spin around the whole place and beat them all!
Javelin Man: Here's a Trick that works like magic! All you have to do is pick up an enemy who you've beaten down to the floor, and throw him at another one. Both of them will stay away from you for the rest of their lives!

PLAYING HINTS

- Watch how your enemy's personality changes - they may get angry and violent, but they may become weak and run away too. It all depends on which Gang they're from.
- Don't beat your enemy too soon. During a long fight, watch his changing reaction. He'll also start talking!
- Check your Status frequently, and try to make your character as strong as possible. He can be stronger than any of the Bosses!
- Try to do many different Tricks. You could find a new Trick that nobody else knows!
- Don't forget about your shopping - to be strong, you need Power. If you buy special things, you'll have Special Powers, and your Status will get higher. So shopping is very important!
- Try anything - you can make your own exciting game. Anything may be possible; but don't forget, you'll have to be strong.

GOOD LUCK!

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

90-DAY LIMITED WARRANTY

Nintendo Entertainment System GAME AKS

Infogrames Ltd warrants to the original purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Infogrames will repair or replace this PAK, at its option, free of charge.

To receive this warranty service, return the PAK postage prepaid, insured, and with proof of date of purchase to:

INFOGRAMES Ltd
18 A, Old town,
CLAPHAM SW4 OLB
LONDON
ENGLAND

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

eGPYAFØIuge Stone hands *
eTYjQpSNuKY Dragon Feet *
WLOPFWSAREE Javalin man *

pRi2rGjwuTx Stone hands *
xYk4lcoWbst Dragon Feet *
rgjkØrnBkQZ Javalin man *
Acro Circus *